

















## WHEN

we started **Players**, we decided it had to look different from other magazines. We knew we needed not only to have excellent content, but also a very precise visual identity. Some might object that "pretty pictures" are not – strictly speaking – "media"; despite the opinion of the unfaithful, we were adamant about their inclusion. We wanted to look good and we couldn't look good without the contribution of the best independent artists out there, and let's be honest, some of these illustrations have whole stories to tell.

That's why, almost two years from our issue zero, we decided to collect them all in **The Art of Players**. It's an experiment, and it's also our first issue put together with an international crowd in mind. As much as we like our native language – *Italian* – we know there are plenty of opportunities out there.

With the collection you are looking at now, and with some recent blog posts on our website (http://www.playersmagazine.it) we started to test the waters of a possible "English Edition" of Players. It might never happen without substantial financial backing, but... how does the say go? Never say never.

cover: A Loving Monster by Allison Torneros

The Players Team













Cartogs PART II / THE METRO
ALEX VARANESE SEPTIEMBRE 2010

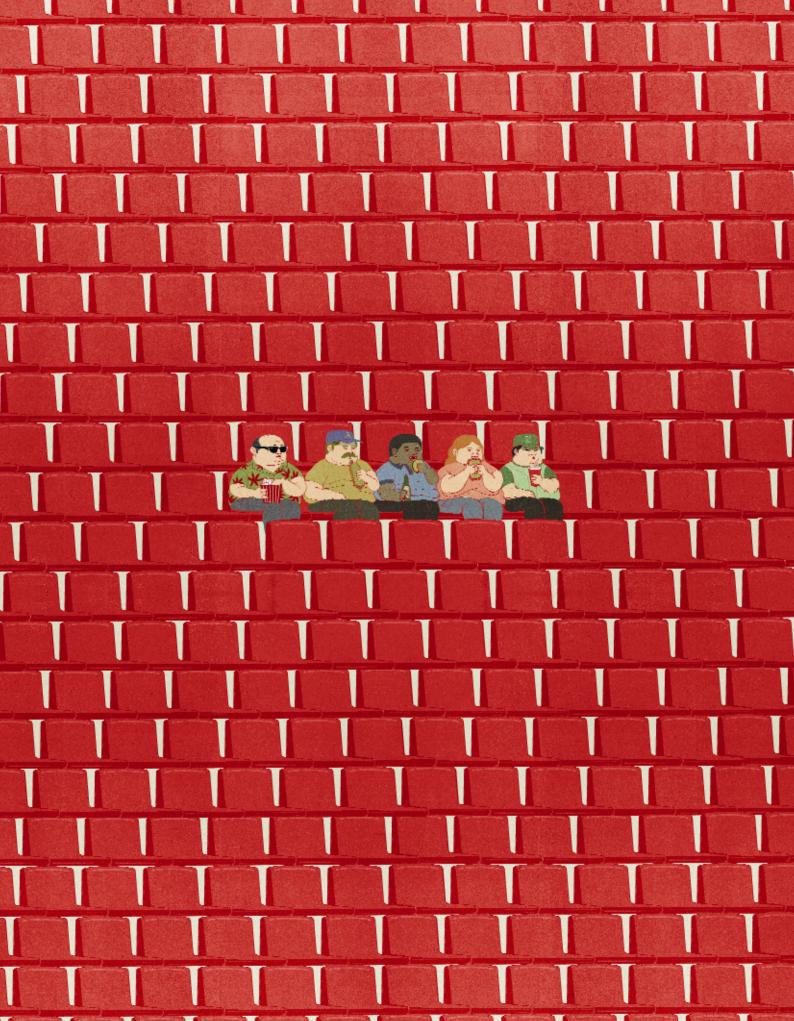
















## **JONATHAN BARTLETT**

Jonathan grew up in a small Pennsylvania town outside of Harrisburg and currently lives and works in Brooklyn, NY. He has done work for a wide variety of clients in various markets, receiving awards and recognitions from American Illustration, The Society of Illustrators, Spectrum Fantasy Art, 3x3 Magazine, and The Art Directors Club. He has an MFA from the School of Visual Arts, Illustration as Visual Essay program. Jonathan was recently named a winner in the Art Directors Club Young Guns 2011 competition and was awarded a silver medal by the Society of Illustrators for his poster work with The Bridge Theatre Company.

www.bartlettstudio.com/











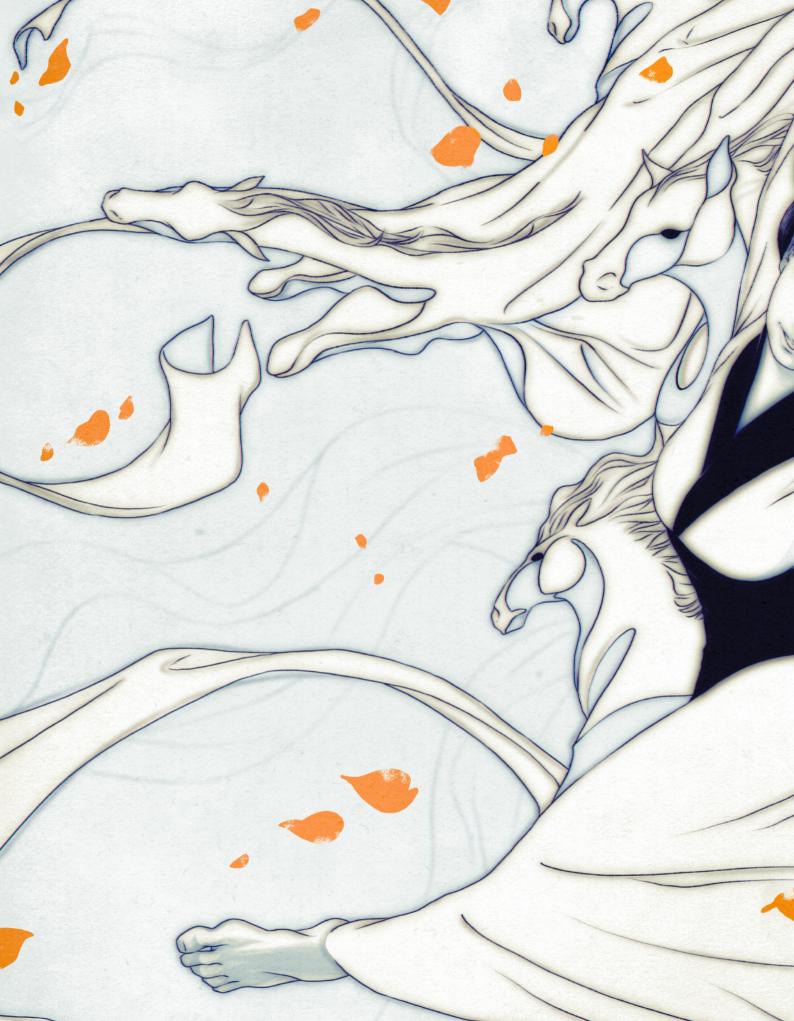














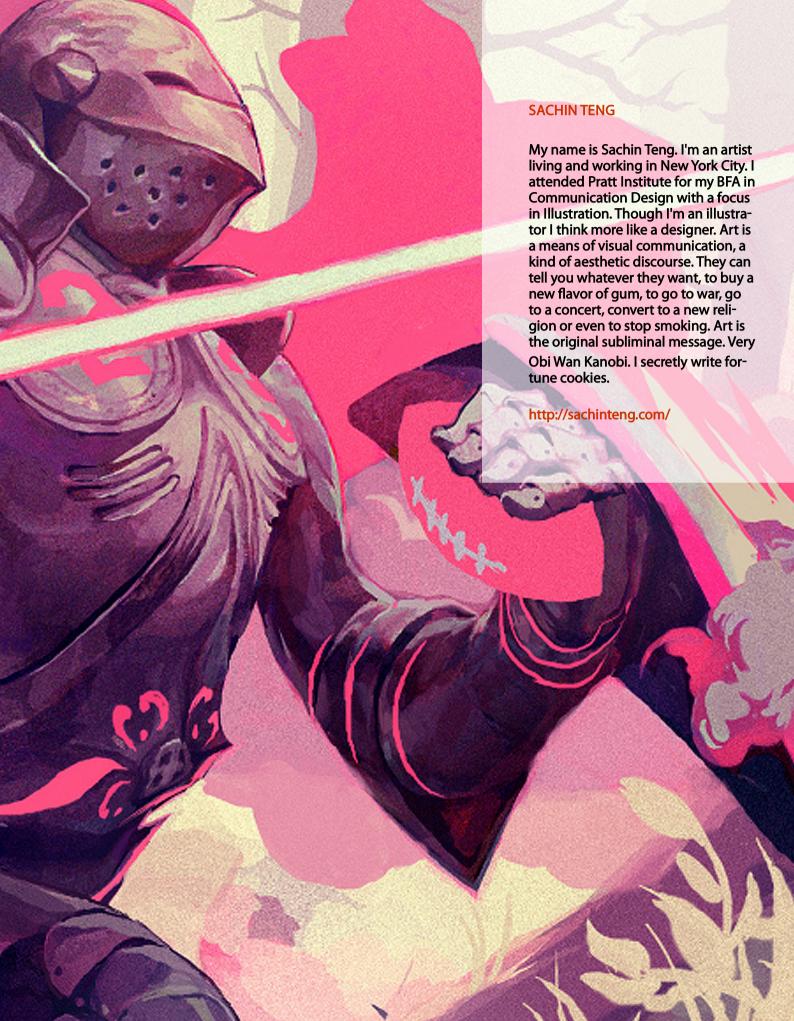






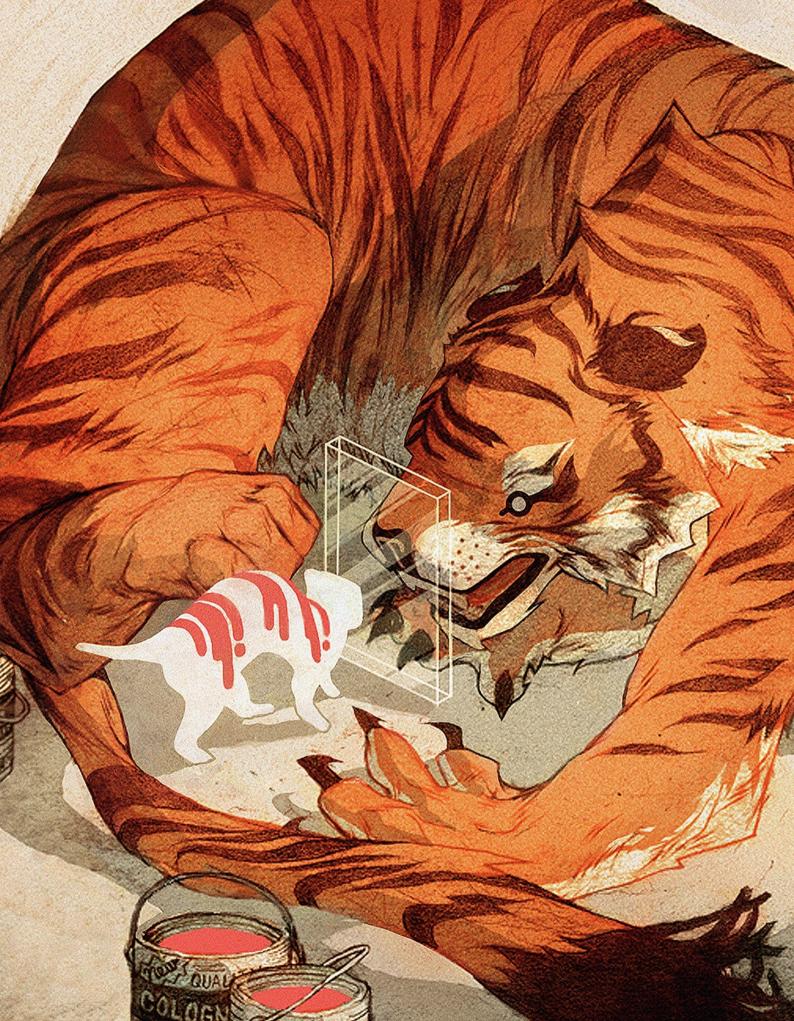


















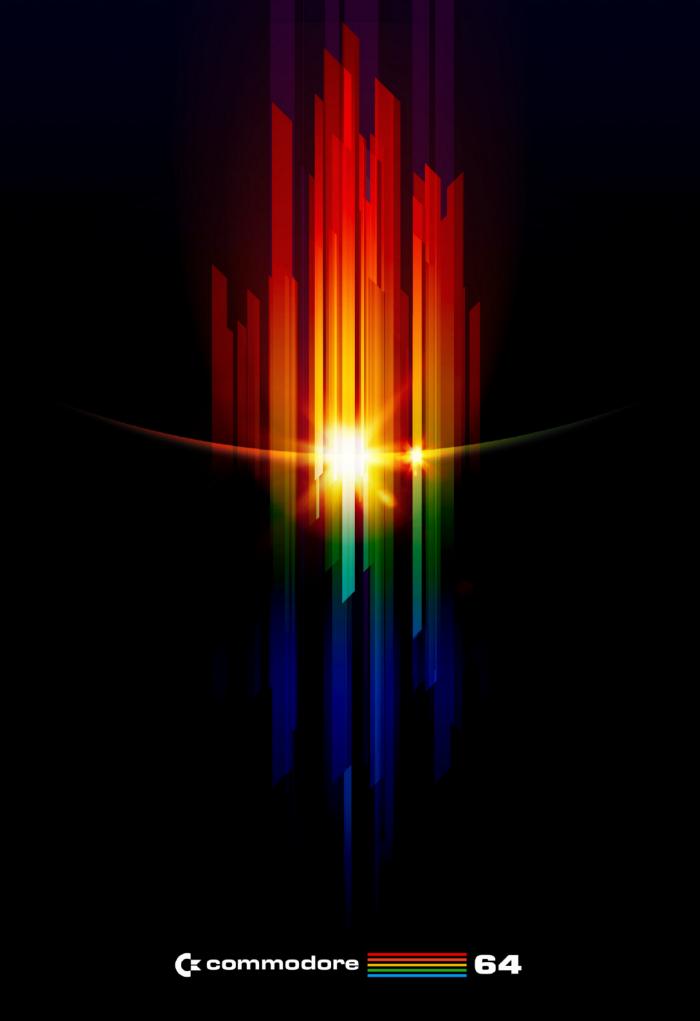
## **JAMES WHITE**

I have been a creative person ever since I was old enough to hold a pencil at the age of 4. I started drawing on every scrap of paper I could find to the point where my mother couldn't keep typewriter paper in the house without my finding and stealing it.

I never stopped drawing throughout school, and in 1995 I was accepted to the Graphic Design program at the Nova Scotia Community College in my hometown of Truro. Upon graduation with honors, I was accepted into Interactive Technology also at the Nova Scotia Community College in 1997.

Immediately after graduation in 1998 I was hired into the booming web industry. During my 12-year career I worked for a number of professional companies performing both web and print design, gaining experience through a wide variety of projects and clients, both large and small.

http://cargocollective.com/signalnoise











# **ANGELA FRALEIGHT**

In my current body of work, far as my eyes could see, each image serves as a character for a larger narrative; scraps of a past that I personally have little knowledge of. As a small child we lived in a trailer, we had a pet raccoon, my biological father had long blond hair, they grew up in the swamps of South Carolina, and smoked a lot of pot.

However, this work is less about a personal narrative but rather a jumping off point to consider how one constructs narratives and how personal and collective stories are concocted and conceived. It examines how fantasy lives often swirl up around the smallest of ideas, gaining force and power the more you ponder them, until they birth a life of their own, separate and unearthed from the "reality" that was just a flash in time. My work twists and exploits notions of nostalgia for a lost youth, when everything was seemingly possible, and a longing for an idealism somehow unmarred by defeat and failure. This lingering desire to hold sweet and superficial ideals collides with an unraveling discomfort and dissolution. There is an attempt to freeze the past, yet the future continues to creep in, distorting and disturbing the vision.

This work is a continuation of paintings that experiment with a range of narrative structures. Characters are created who attempt to move beyond victim-hood, trauma, and helplessness to a continually evolving "now." Internal vs. external lives are merged and the past, present, and future slide and slip, creating blanks and hollows. It is in this space between where meaning is formed.

http://www.angelafraleigh.com













#### **JAMES ROPER**

Born Knutsford, England, 1982. 2002-2005 BA(Hons) Fine Art (painting), Manchester Metropolitan University. I live and work in Manchester, England.

The construction of each painting fuses disparate images from a variety of sources such as fashion magazines, animation stills, comics, the Internet as well as my own photo's and drawings. I predominantly choose images and try to create forms which I feel register a visual 'peak shift', a term given to the phenomena of 'neurological attraction' that appears in both humans and animals to an extreme characterisation of an object. Peak shift has been suggested by the neuroscientist V.S. Ramachandran as one of the '10 universal laws of art'. This peakshift is present within advertising, Hollywood blockbusters and Haute couture fashion as well as in the extreme forms of body exaggeration found in bodybuilding and pornography. Japanese animation, which also uses this technique, has for some time informed my painting style and is where I appropriated images exclusively for my 'Hypermass' series. By isolating out what I see as the crucial parts of such images and collaging them together into the work my intention is to intensify these visual triggers even further so they form a sort of neurological hyperactivity.

http://www.jroper.co.uk/













### **ARON WIESENFELD**

Aron Wiesenfeld is quickly emerging as a well-known allegorical figurative painter.

When I first saw one of Aron Wiesenfeld's charcoal drawings, I was immediately struck by two things — its ominous, enigmatic emotive power, and how much his use of light reminded me of Edward Hopper. I was overcome with such joy to see something that was so suffused with feeling and significance that the image has haunted me ever since. Unlocking the subconscious reservoirs of the spirit should be the highest goal of art, but few painters in the art world have the courage to attempt it.

The latter-day philosopher Rebecca Solnit once wrote, "That thing the nature of which is totally unknown to you is usually what you need to find, and finding it is a matter of getting lost." To see oneself clearly — to step outside oneself altogether, and be free of all the baggage we carry through life, one must venture beyond the boundaries of comfort and security. Mystery, disorientation, fear — these are primal sensations that rouse the imagination. Aron once said, "I think it is necessary to leave unanswered questions in a painting... if it is not fully knowable, the truth it holds changes over time and the painting becomes like a living thing." Like waking up in a strange city or losing the trail deep in the woods, Aron's work provokes us to do our own mythmaking, opening our minds to the unknown.

-Amanda Erlanson, author of Heroes and Villians (from http://arcadiafine-arts.com/)

www.aronwiesenfeld.com













## **LAURA BIFANO**

Laura Bifano grew up on the very damp east coast of Vancouver island where she spent the better part of her childhood drawing demented pictures for the entertainment of friends and family alike. Her paintings range from being whimsical and lighthearted to macabre and subtly disquieting. Her characters exist in their own quiet world, immediately accessible and distant. Educated at the Alberta College of Art and Design, Laura has worked as a concept artist, storyboard artist, and editorial illustrator.

She now lives and works in Victoria, BC. She enjoys surrealist paintings, graphic narrative and cheesy 70's science fiction.

www.laurabifano.com/













## **ALLISON TORNEROS**

Born in 1985 in the San Francisco Bay Area, Torneros started drawing at the age of 2. Her early passion for art, coupled with her experience growing up in Silicon Valley, led her to pursue both digital and traditional avenues at a young age. At 11 years old she designed her first website, and began exhibiting her artwork in galleries only months after graduating high school. Torneros graduated from UCLA in 2008 with a Bachelors Degree in Design Media Arts. While in her senior year of college, Torneros formed CircleDot - a creative studio whose roster includes such names as Disney, Procter & Gamble, as well as celebrities and innovative startup companies. Currently, Allison Torneros is living and working in Los Angeles.

http://allisontorneros.com/













# **HANNA MEGEE**

Hannah Megee studied Fine Art at the University of West England and graduated in 2005. She went on to complete a masters degree in Authorial Illustration at University College Falmouth, which she completed in September 2010. Hannah has illustrated two books to date; 'The Liminal Arc Transmitter', which she also wrote and self-published in 2010; and 'The Sea Swallow', written by Gareth Thompson which was published in July 2011 by Foxtail. She also works freelance as a commercial illustrator.

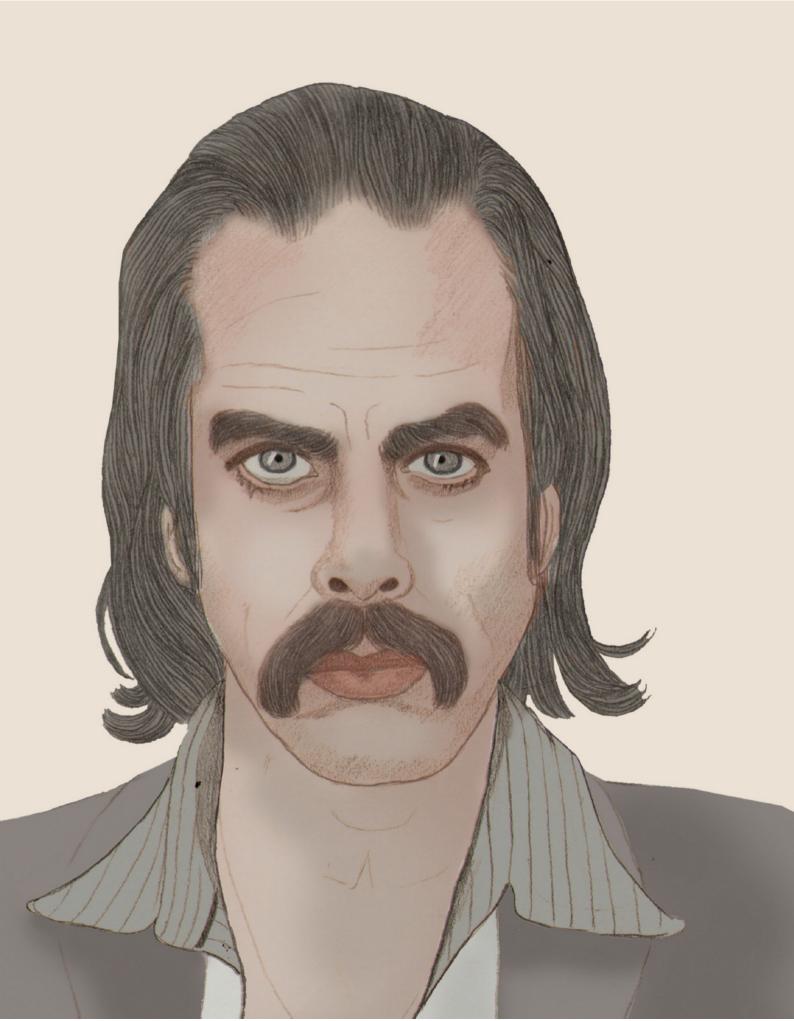
Hannah is 30 years old and lives by the sea in Devon.

http://www.hannahmegee.co.uk/













# **EMILIANO PONZI**

Based in Milan, Italy, his bold textured illustrations use repetition, a judicious use of line and strong graphic compositions to define and communicate the concept at hand. His illustrations appear in advertising, magazines, book, newspapers and animations. His clients include The New York Times, Le Monde, The New Yorker, The Boston Globe, Time, The Economist, Newsweek, United Airlines, Penguin books, Saatchi&Saatchi New York, Leo Burnett Iberia and in Italy: La Repubblica, Feltrinelli, Il Sole 24 Ore, Mondadori, Wired, Triennale Design Museum. Emiliano has received numerous honors including a coveted Young Guns Award from the the New York's Art Directors Club, medals of honor from the Society of **Illustrators New York, Los Angeles** and 3×3 Magazine Pro show. Awards of excellence from Print, How International Design Award, Communication Arts Illustration Annuals and **American Illustration Annuals.** 

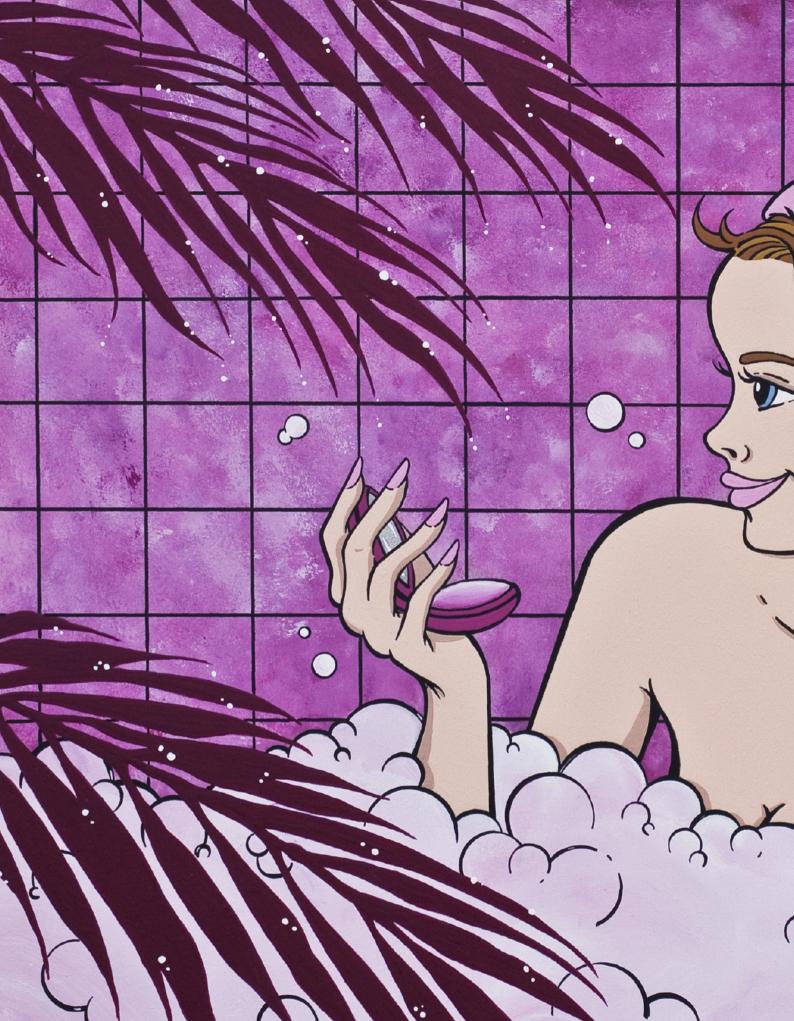
http://www.emilianoponzi.com





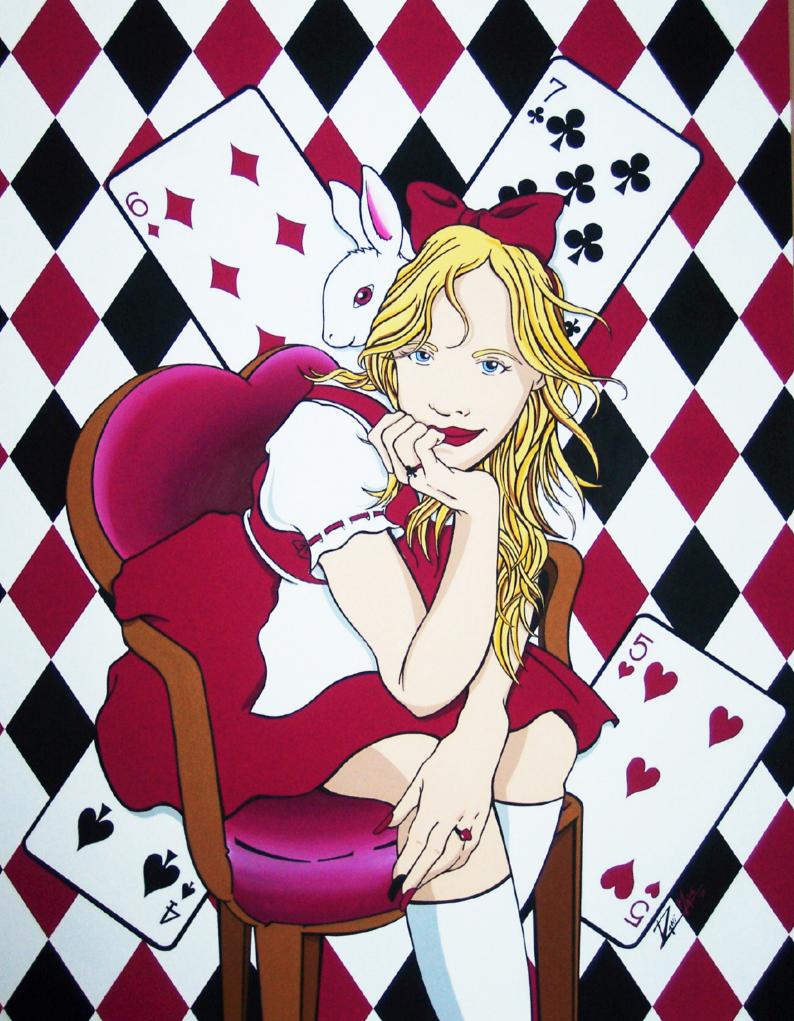












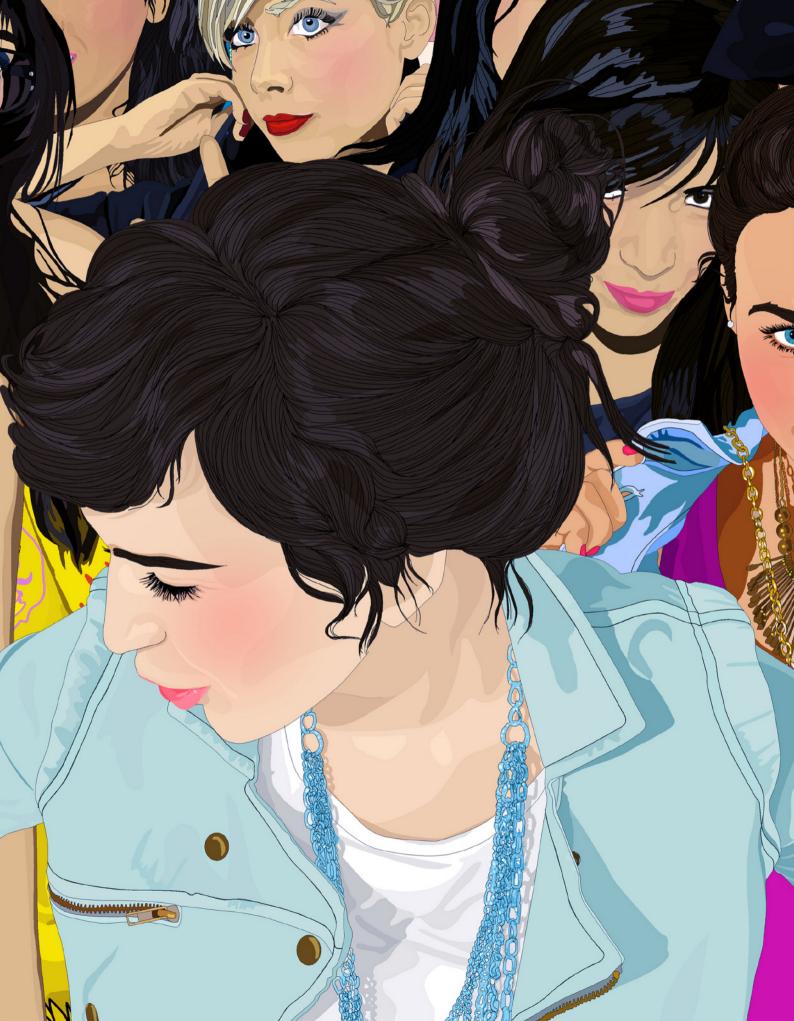


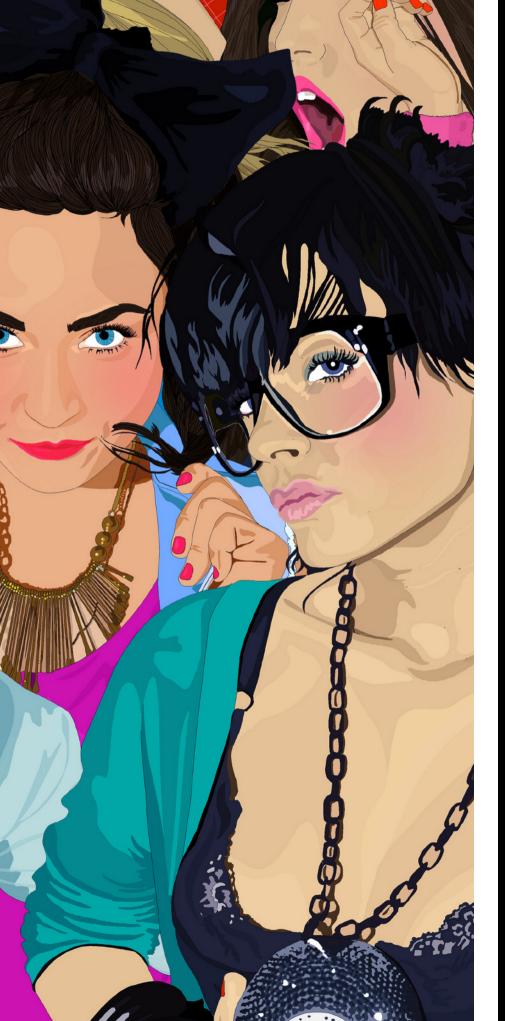
# WALTIE

DEAD OR ALIVE



SILVER STAR S 4000 REWARD





# **OLKA OSADZINSKA**

Olka Osadzińska is a young artist from Warsaw, Poland.So far, she has worked on various national and international art projects, as well as cooperated with brands such as Hugo Boss, Nike, Reebok Jagermeister, Max Factor, SABMiller and others. She has also worked for numerous advertising agencies in Poland and abroad, clothing brands, and fashion and lifestyle magazines. She has designed a limited edition of cans for Redd's, series of t-shirts for STAR TREK world viral campaign for Paramount Pictures, and a film poster for one of the most financially successful Polish movies of the decade, "Sala Samobójców". Her works were displayed at solo as well as at group exhibitions and in the latest Gestalten book of fashion illustration: "The Beautiful. Illustrations for Fashion and Style". In 2011 she finished her internship at one of the most influential graphic designstudios in the world – Hort studio in Berlin.She also presented her works at MoMA in Warsaw, and took part in the Design for Freedom -Freedom in Design exhibition (Graphic Design in Poland 1981–2011) shown in Berlin, Tokyo and Warsaw. In 2009 she organised the first and the most successful art fair in Warsaw, The Art Yard Sale. The resounding success of the event led Olka Osadzinska, to be nominated for the 2010 Glamour Woman of the Year Award in the Creative in Business category.

http://portfolio.aleosa.com/

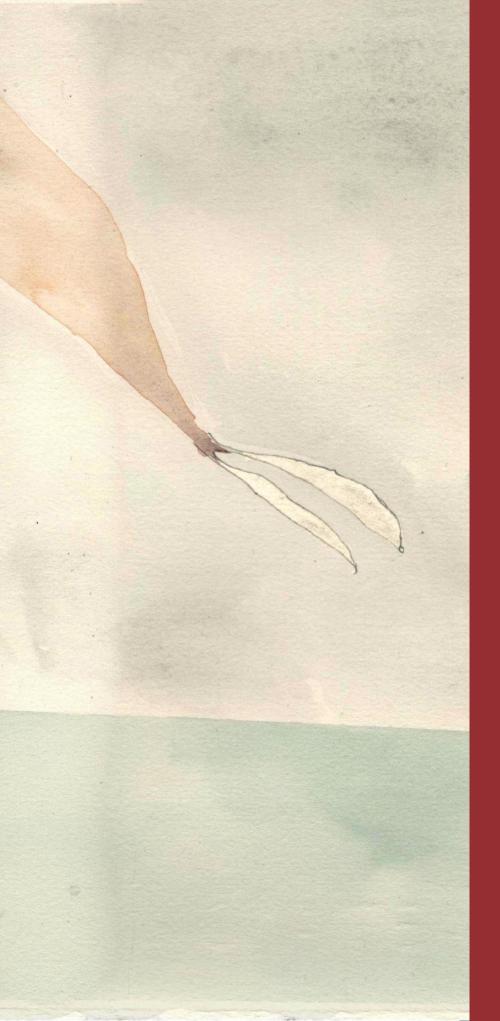












## **MILENA CAVALLO**

My name is Milena Cavallo, i'm an illustrator, my mother is a teacher and my father a cellist, taught me the passion for art. I am an illustrator. I live and work in Rome, where I studied Illustration and Multimedia Animation at the European Institute of Design. In 2010 i moved to Milan to study editorial ilustration at the MImaster. During the year in Milan I could improve my technique and get in touch with the Italian publishing. I was selected to the international competition of children's illustration for "scarpetta d'oro", my work "scarpe d'Italia". I am one of the 28 illustrators who have their artwork published in the calendar. I exhibited my drawings in exhibitions of contemporary art, illustration and design in Italy and abroad. I am currently working on a book and continue my artistic research.

http://www.flickr.com/photos/mile-nacavallo/













## **FRANCESCO CODOLO**

After taking the high school diploma at the Art high-school, Francesco Codolo worked as silk-screen printing designer, graphic designer, textile designer, factory worker, farmer, and more.

All these experiences inspired his comics, and also provided some financial backing for his career as an illustrator.

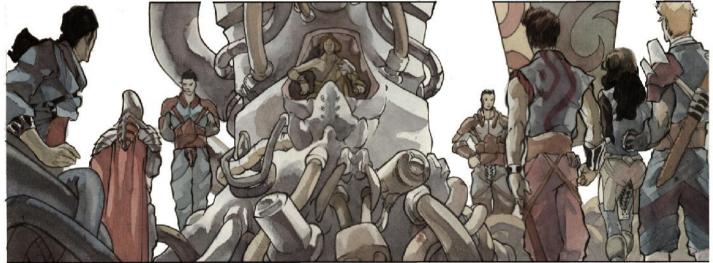
His works are published on Corollar Edizioni (Jazzuri Bagato), Coniglio Editore (Circus, l'Onda, Il morso della vipera), EF Edizioni (Carmilla: cacciatori e prede) and others.

He loves indie comics and he's currently self-producing *Ayumi Princess*. His dream-job is to work as an illustrator for the gaming industry.

http://francescodolo.blogspot.it/







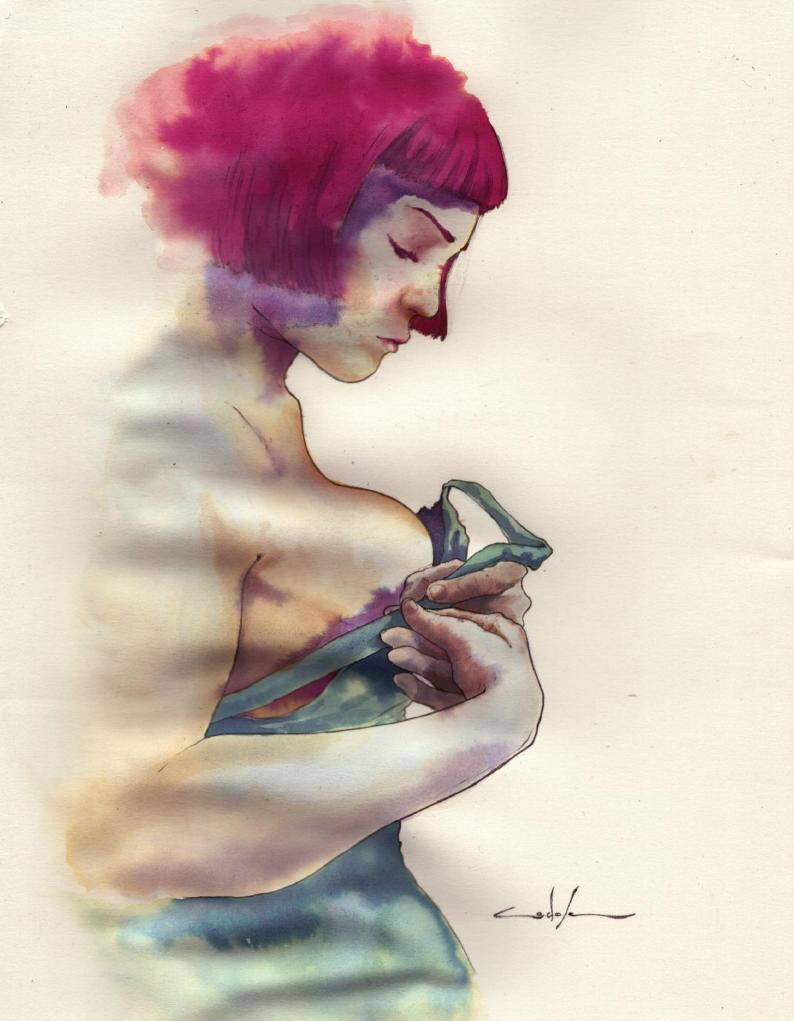




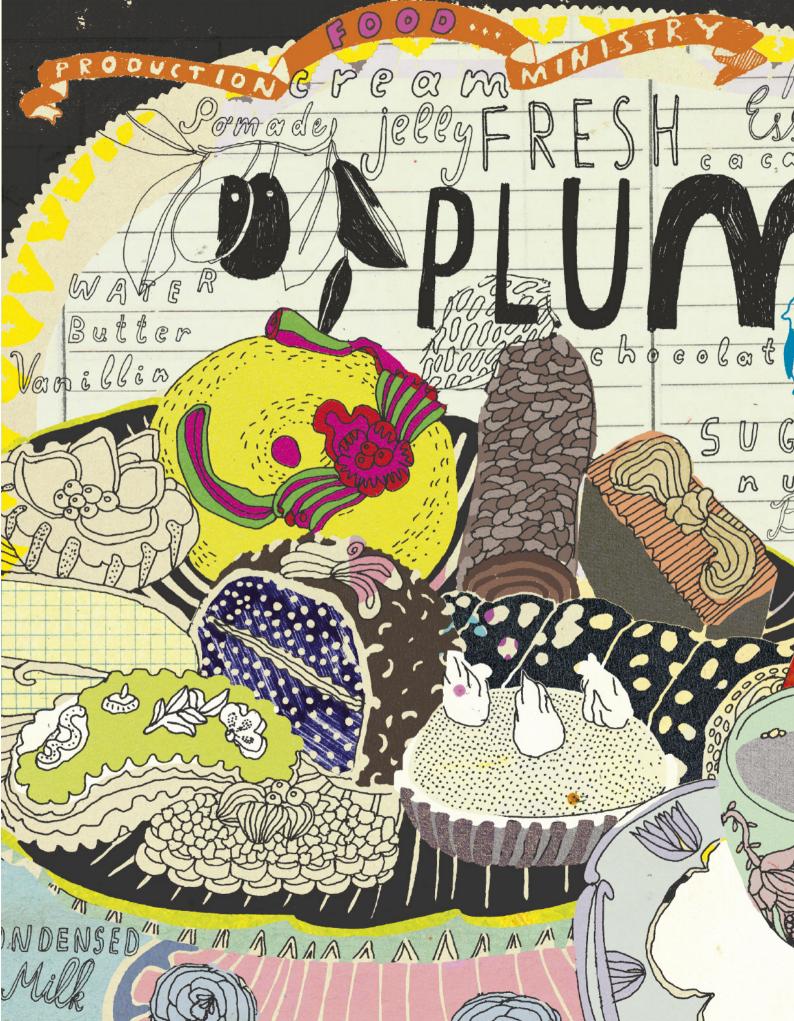


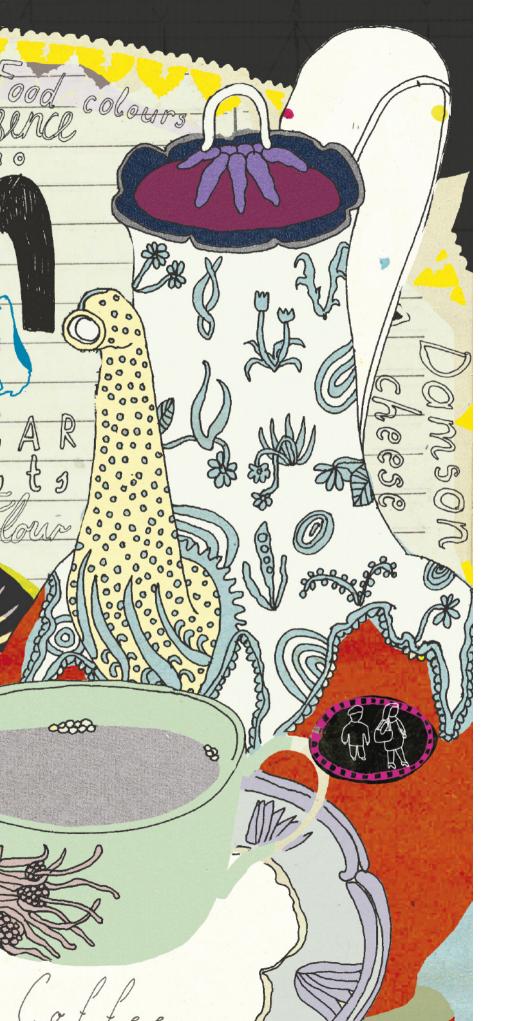












## AISTĖ BILEVIČIŪTĖ

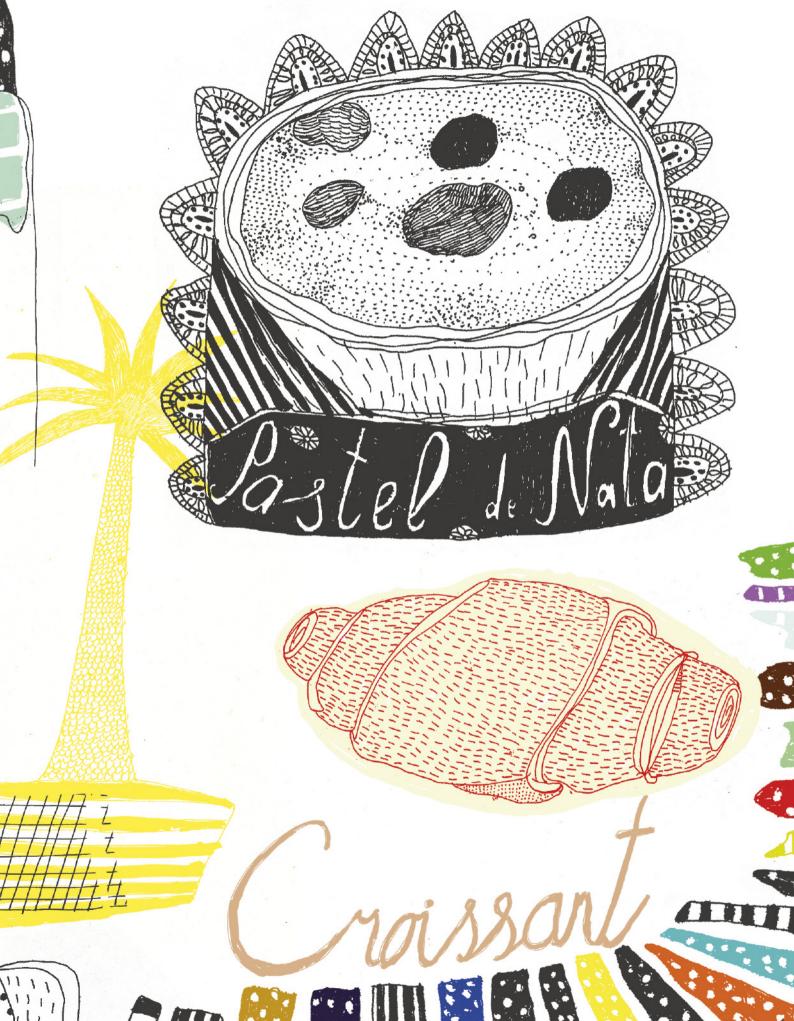
Born in 1981 in Vilnius, Lithuania, Aistė is a freelance graphic designer with a degree in Grapichs Arts and Illustration. Her inspiration comes from old photos, posters, ads, postcards, stamps, beauty, fashion, beautiful places, nature, and towns. Her works have been exposed in Lithuania, Spain, and Italy.

http://aistebileviciute.lt/









## **ALEXIS MARCOU**

Alexis was born in March 1984 in Greece in a city called Larissa. He is half British and half Cypriot. Alexis studied Photomedia and Design Communication at the College of Art and Design (University of Plymouth). He has been working as an illustrator since 2007. Some of his clients include Atomic, Nike, Cisco and HP.

http://alexismarcou.com/

